

# Signal Start Node

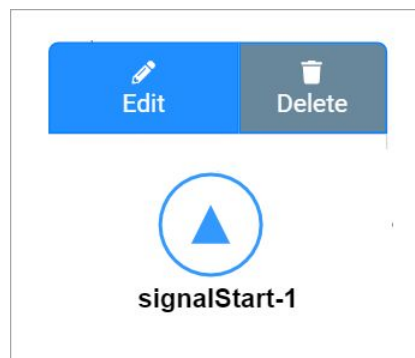
## Overview

To kick off your workflow, you can use a Signal Start node. When you create a new workflow, a Signal Start node appears in the Authenticated swimlane by default.

Unlike other workflow nodes, the Signal Start node doesn't have an input port. Since it's always the first node in your workflow, your Signal Start node won't have any preceding nodes.

The Signal Start node does include a single output port, letting you connect to 1 other node. Don't worry if you need more than one Signal Start point in your workflow. You can have several Signal Start nodes in a single workflow. However, your workflow must have 1 primary Signal Start node. You'll position your primary Signal Start at the very beginning of your workflow.

You'll find the Signal Start node in the list of nodes on the left of the Workflow Editor.



## Similar Workflow Nodes

While the names are similar, the Signal Start node is different from the Start, Signal, and Timer Start nodes. Here are the nodes compared:

- **Start node:** Starts a workflow when triggered by an event.

- **Signal node:** The Signal node offers an output port for connection to a following node.
- **Timer Start node:** Automates the start of a workflow according to a schedule.

## What You'll Learn

In this article, you'll learn how to:

- [Add and configure the Signal Start node.](#)
- [Configure the Signal Start node's settings.](#)
- [Remove the Signal Start node from your workflow.](#)

## Settings Menu Description

A Settings Menu appears on the selection of the node. This menu appears as a blue menu bar, either above or below the node itself. When viewed in association with the Signal Start node, the following options become available:

Setting	Description
Edit Button	Takes you to the Edit Signal Start Event window, where you can configure settings relating to the Signal Start node.
Delete Button	This button removes the node from the workflow.
Run	Activates the workflow, placing it into a running state. Once you start the node, the workflow repeats at the relative or exact time. The workflow runs on that interval until you click <b>Stop</b> .
Stop	Deactivates a running workflow and places it into a stopped state.

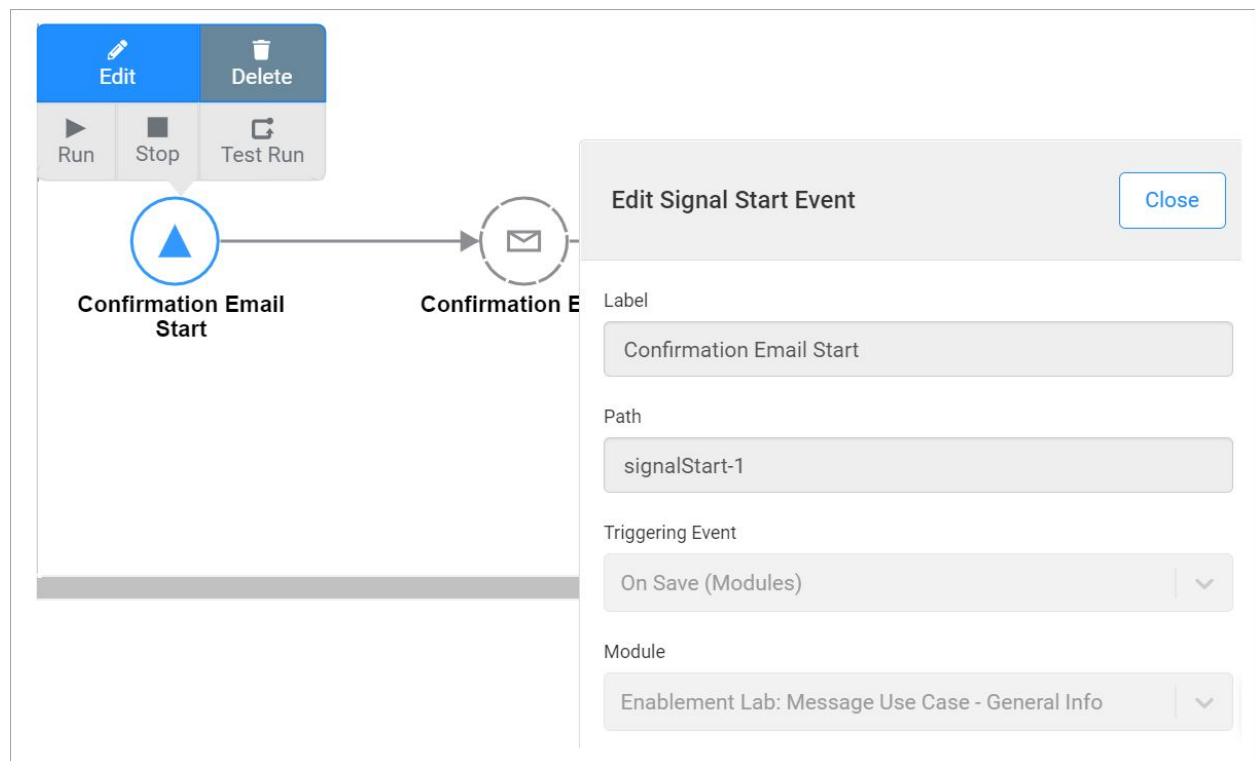
**Test Run** Performs a test run of your workflow in a separate instance from the "normal" Run/Stop state of the workflow.

You should always test your workflow to be sure it is completing the required steps. That way you can be sure your workflow will work in a run state.

The test runs until the workflow completes one cycle.

## Edit Signal Start Event Window Description

Clicking the **Edit** button displays the **Edit Signal Start Event** window.



The following settings are available in the Edit Signal Start Event window:

Setting	Description
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Label	<p>The name applied to the node. By default, the Label displays as signalStart-1. This label is optional and displays below the node once set.</p> <p>Labels should be user-friendly and well associated with the role of the node.</p>
Path	<p>The Path of the node. By default, the Path displays as signalStart-1.</p> <p>A path is a unique identifier that other components can reference. As a best practice, name your path with a structure that fits your application.</p>
Triggering Event	<p>There are 2 Triggering Events to choose from:</p> <ul style="list-style-type: none"> <li>• <b>On Save (Modules)</b>: This lists all modules in the environment. You can select any module to trigger the workflow when the selected module is saved.</li> <li>• <b>Application Promotion</b>: This triggers your workflow when the module is promoted to the next environment.</li> </ul>
Module	<p>Select any module associated with your current environment to trigger your workflow. It's important to note, this setting only applies if you selected On Save (Modules).</p>

## Adding a Signal Start Node

As an example, let's set up a simple Workflow that includes a Signal Start node. This use case assumes that you've set up your module in advance and that you have a new workflow ready and waiting.

## What You'll Need

To set up this use case, you'll need:

- 1 Signal Start node
- 1 Message node
- 1 End node

## Configuring the Signal Start Node

1. Drag and drop a **Signal Start** node in the pool, positioning your node in the **Authenticated** swim lane.
2. Click **Edit**.
3. Enter Confirmation Email Start in the **Label**.
4. Select **On Save (Modules)** from the **Triggering Event** drop-down.
5. Select **Enablement Lab: Message Use Case - General Info** from the **Module** drop-down.

**Note:** This module will be the one to trigger your Signal Start node.

6. Click **Close**.

## Configure the Message Node

Here, you'll add your Message node. You'll use this Message node to send a confirmation email to your end-user acknowledging receipt of their basic information.

1. Drag and drop a **Message** node in the pool, positioning it in the **Authenticated** swim lane.
2. Click **Edit**.
3. Select **Email** from the **Send via** drop-down.
4. Enter `{{data.email}}` in the **To** field.

**Note:** `{{data.email}}` references the value your end-user enters in the Email field of the General Information module.

5. Enter Unqork, or a custom sender name, in the **From Name** field.
6. Enter `no-reply@unqork.com`, or a custom sender address, in the **Reply To** field.
7. Enter Thank you for applying. in the **Subject**.
8. In the **Template** field, enter the following:

Hi `{{data.firstName}}`,

Thank you for submitting your application. We'll be in touch soon.

**Note:** `{{data.firstName}}` references the value your end-user enters in the First Name field of the General Information module.

9. Click **Close**.
10. Connect the output port (right) of the **Signal Start** node to the input port (left) of the **Message** node.

## Configure the End Node

1. Drag and drop an **End** node in the pool, placing the node in the **Authenticated** swimlane.
2. Click **Edit**.
3. Enter Confirmation Email End in the **Label**.
4. Connect the output port (right) of the **Message** node to the input port (left) of the **End** node.
5. Click **Save Workflow**.

**Note:** Once configured and running, your Signal Start node turns bold in color.

## Changing a Signal Start Node's Setting

Let's revisit and make changes to your saved Signal Start node.

1. Select your **Signal Start** node.
2. Click the **Edit** button.
3. Change the **Label** settings as needed.
4. Change the **Path** settings as needed.
5. Change the **Triggering Event** settings as needed.
6. Change the **Module** settings, if applicable.

**Note:** The **Module** setting is dependent on your Triggering Event.

7. Click **Save Workflow**.

## Deleting a Signal Start Node

It's simple to delete a Signal Start node from your workflow. Remember, a workflow must have one Default Start to function.

1. Select your **Signal Start** node.
2. Click the **Delete** button.
3. Click **Save Workflow**.

## Lab

The completed Signal Start node use case is located here:

<https://training.unqork.io/#/workflow/602d2c3613f5fb03d3e26432/edit>.